

GRENADIER BULLETIN

The Newsletter from Your Figure Company ! **#4**

MORE BLISTER PACKS RELEASED !!

Beware!! Dangerous beings are on the loose, released by Grenadier Models. Our new blister packs are stampeding across the country even as we sit here, comfortably reading our Bulletin #4. What's coming at ya' are Blister Packs #'s 113, 114, and 115.

Blister #113- Elementals #1, contains a rushing Water Elemental, the magical bowl that summons it, and a large whirling Wind Elemental.

Blister #114- Elementals #2, has an Earth Elemental, rising from the basic element that spawns it, a huge Fire Elemental preparing to unleash one of its many Fireballs, and the magical brazier used to call it forth from its flaming domain.

Blister #115-Adventurers, features 5 unique party members A) a Druidess casting her spell, B) a Monk, sidekicking, C) an Elven warrior with chainmail, D) a Barbarian charging with 2-handed sword, and E) a dagger-laden thief preparing to cast his deadly weapons.



(Pictured Above, left to right, is a Wind Elemental, a summoning bowl, & H2O Element



(Left to right is the Elven Warrior, the Barbarian, and the thief in Blister #115)



(The triple monk, above, is in # 115)



(The Earth & Fire Elementals in # 114)



Editorial Statement & Perspective

To begin with, this is a very full issue. Between our new releases, contests, articles, and the like much has been compacted or rearranged. For instance our credits, which usually appear on the front:

THIS BULLETIN IS BEING BROUGHT TO YOU, FREE, BY GRENADIER MODELS.

EDITOR-Kim Eastland

PHOTOGRAPHS-Bernadette Connors

CONTRIBUTING ARTISTS-

Ron Shirtz

Mark Hutzky

Al L. Torres Jr.

There, that was easy enough! Next, a word on GEN CON [®] Gaming Conventions. There was supposed to be a short article on GEN CON East but due to lack of info and space let me just tell you this. It will feature A.D. & D. tourneys, Gary Gygax will be there, there will be movies, and a super dealer area. Of course, being right out our back door, we'll be there too with our super display (every figure in the A.D. & D. [™] Figure Line will be shown, along with our new releases). (June 17-20 at Widener College, in Chester, PA.)

Later on [®] in August, there will be GEN CON XV Gaming Convention in Kenosha, WI. (Aug. 19-22). That is a huge con and all of our new releases for this year will be out at that time. Also, at each Con I'm doing a slide show/ seminar on Grenadier and how figures are made & marketed. There should be another one ready soon on how to paint figures and do dioramas. Look for it at a Con near you.

On a different note, I have a favor to ask you. In the new issue of the Dragon (#61) on page 73 is your ballot for the 8th Annual Strategists Club Awards. (This ballot may appear in other gaming magazines also.) These awards are given for "Creativity in Gaming". There is a category for the OUTSTANDING MINIATURE FIGURE LINE OF 1981. Now, our ADVANCED DUNGEONS & DRAGONS [™] Boxed Figure Sets definitely qualifies for that. You've seen them in our ads, in reviews, and in the Bulletin lately, but a good portion of our line came out in 1980 and in 1981 (Our Blisters are the biggies so far in '82) Therefore, since we

are in that category and do apply I'm going to ask that all of you out there who like our figures to rush out and vote for us. We won the award last year for our contributions in 1980 but our releases in 1981 included such hits as the Dragon's Lair, Action Art series, Wizard's Room, Denizens of the Swamp, & Orc's Lair. A lot of you out there say you appreciate what Grenadier has done for miniatures in the last few years. Well, this is your chance to show the collectors who you feel is the best! (Oops, almost forgot. Our first 8 Blisters were out in '81 also!)

By the way, while mentioning the Dragon magazine- a number of you have requested information on subscriptions. The rate is \$24 for 12 issues (in U.S. & Canada) and you can write to them at: Dragon Publishing, P.O. Bx.110, Lake Geneva, WI. 53147- Attention: Subscription While there is very little of interest to the miniaturist in it, it is the best monthly adventure role-playing aid on the market.

You will note that our new Funny Fantasie is not pictured. Since we work so far ahead of ourselves when doing the Bulletin we sometimes run into trouble getting photos in time. Such is the case with the new F-19 Pegasus-an advanced "state-of-the-art" creature with 4 air-to-air missiles, 4 machine guns, and 2 500 lb. bombs mounted under its wings. Not only a fun miniature to paint and display but full of surprises for a party. (See how they like being strafed by a F-19 Pegasus!!)

The next issue of the GB will be a short one- 8 pages. This is because not only are we running around with the conventions this summer but we know most of you are not inside on these great summer days. (Those of you in the warmer climes are better off not bringing up your year round warmth to those of us who go inside during winter to escape the polar bears and wolves.)

What will be featured in issue #5 will be our newest releases. And what is coming up over the next few months? Well, the titles will give you a hint- ACTION ART- Mythological Creatures and Fantasy Fiends.

Small Box- Adventuring Party

Blister Packs- Giants, Undead, Lycanthropes, Centaurs, and a Pegasus-Unicorn pack.

Not to mention more goodies in the works and the "little extras" you've come to know with Grenadier (like the totem in the Hill Giants blister that they use to "mark their territory"!)

Long before fantasy role-playing games there were miniature wars. And long before those, there were "just plain" little "toy soldiers" which were collected and displayed. Sometimes the displays were simply lining the British Color Guard (or whatever) on a shelf, but other times the collectors wanted to show their figures off to good advantage, in their "natural" surroundings- so they would build little scenes of famous battles or parades. This art of building miniatures dioramas eventually became a hobby in itself. In many ways it is the same process and motivation that Dollhouse Miniaturists have, attempting to recreate real life in ones own designs & desires, but in miniature. Now when fantasy came around (and one must remember that in the chronology of gaming, FRP's are the youngest type) it was obvious that the same thing would happen with the fantasy miniaturist.

Today thousands of collectors build and paint fantasy scenes that boggle the imagination. Figures that were once only lined up and displayed or moved about on boards, are now housed in their own dungeons or scenes of battle.

It is an awe-inspiring task!!!! At least that is how it may appear to those who have never attempted it before. But it actually isn't that difficult, once you start.

To begin with, decide whether you want an outdoor scene or an indoor scene. If going out "in the bush" take a trip to your local HO train retailer. He has a wide select-

right is a Giant Worm & its Expansion Kit- W56 & W57, above our Serpentine Dragon, W38)



tion of foliage material and usually has literature for sale on how to build outdoor scenes for model railroading (easily convertible to your needs).

If you decide to have an "indoor" diorama you can apply some of the same techniques for rock formations as the model railroaders do (for dungeons & caverns, etc). Rooms require a bit more care but many companies now sell them "ready-made". When it comes to equipping your rooms look toward Grenadier's Wizzards & Warriors Double Blister Diorama Sets (WS1 is shown below). They provide all the necessary furniture for your "home".

And, of course, there are the many ADVANCED DUNGEONS & DRAGONS^R sets (such as the Wizard's Room & Dragon's Lair) & "extras" (like the many treasures in the Blister Line) that are perfect for use in scenic displays.

But above all, use your imagination! Look on the back cover of this issue. A party of Orcs guarding their horde from a poaching Yuan-Ti. Notice the bowman on top of the entrance, the treasure tucked within an old dragon cave (actually a snapping turtle skull with sculpted "horns" added on). All the positioning and little touches is what makes it look right. That's why some of our monsters work especially well in dioramas, we make them that way! Imagine the Dragon in the photo on top laying on a vast horde of treasure or the Giant Worm ripping through the ground underneath a party of adventurers. Beats the heck out of having it sit there on the shelf, doesn't it!

And age doesn't mean you're experienced. One of the best dioramas I've ever seen was an entry in my Miniatures Open last year by Eric Heaps (in his mid-teens). By the way-he won Best of Show! Which just goes to show ya', ambition can carry you through on a project you really want to do.



Andy Chernak, President and Head Sculptor at Grenadier, was born in 1950 and spent most of his life in Philadelphia. He joined the MFCA (Miniature Figure Collectors of America) when he was 11, a momentous event that was to eventually lead him to Ray Rubin and becoming his own figure creator.

After a 3 year hitch in the Army (in both Korea and Viet Nam) Andy returned to the states and eventually became a caster (the guy who pours the metal into the molds) with Superior Models. There he met Lionel Forest, who Andy feels is possibly the best large figure sculptor today (Lionel lives in Spain now). Soon after Lionel introduced Andy to the world of the sculptor, his techniques and views.

Andy left Superior shortly thereafter and began freelance sculpting for a Philly silversmith. Eventually he supplemented his income by both painting figures, professionally, for collectors and sculpting figures in 54 mm. scale for most of the existing companies at that time (Monarch, Squadron-Rubin, etc.) and even the Franklin Mint.

It was in 1975 that he and Ray made the decision to go from the uncertainty of being freelancers to the uncertainty of being miniature manufacturers. At first they went heavily into historical pieces but Andy had always been enamored with fantasy & sci-fi. It was only natural, then, that we produced Fantasy Figures in our second year (making us one of the pioneers in fantasy miniatures). The following year Andy met Brian Blume (one of the founders of TSR Hobbies) at a MFCA convention and found out that there were fantasy role-playing gamers out there who would be interested in those figures. Soon Grenadier was cranking out mostly the highly imaginative fictional type of figures and the historical slipped away. As a matter of fact some of our figure designs precluded the actual artwork for D & D monsters (like the early elementals).

Innovations Andy has brought to the miniature industry includes the first diorama sets, the first large line of female figures (also the first to have them suitably attired), and the first company to offer boxed sets at greatly reduced cost

Ray Rubin, Vice President of Grenadier and artist of all of Grenadier's box & blister card art, was born and raised in Manhattan, NY. He also began collecting figures when he was 11 years old and joined MFCA early on.

Ray's background is colorful and varied; attending Hunter College in NY and receiving his BA in Design (while Art was his love he fully appreciated the necessity of having graphic design & sculpting in his portfolio), serving a 2 year term in the Army, working as a researcher for Fortune Magazine, a Buyer for Brookes Bros., then graduate school. Eventually Ray ended up in Detroit where he helped establish Squadron-Rubin Miniatures, a line of primarily 54 mm. historical figures.

After nearly 3 years in the Midwest, though, Ray yearned for the East Coast again and returned to help set up Canterbury Pewter (our mother company) with Andy Chernak. Grenadier was set up immediately to produce 25 mm. American Revolutionary War figures (the initial figure was a...Grenadier, hence the name.) but soon other historical lines came to be.

While Ray has sculpted for years (and painted professionally also) his chief concerns now are packaging & design specialty figures (like animals), and is in charge of coordination between all the various departments. As he likes to put it his greatest joy is in seeing that everything works properly.

Every box cover and blister card we have ever done has been painted by Ray and the progression of his "visions" match the progression of our quality. (Seated below on left is Andy Chernak critiquing his work is Ray Rubin)



A TREEMEN-DOUS TALE!!

Lad yanked back on Riega Nerd's robe just in time. Now he was sprawled awkwardly on the woodland path gasping and wheezing, "What in all the names of my enemy, Diln Amekast, did you do that for, boy?"

The younger man just pointed to a huge tree growing in the middle of the path.

"Well, I might not have been closely watching where I was going but ..."

Suddenly a deep, resonant voice spoke. "Behold, old & foolish one! You are in the presence of Tiont, master of the forest Green. You have trespassed on sacred ground and must now pay the price!"

With the help of his young assistant, the hacking old librarian stood.

"See here, my good tree, this is all a mistake. We are lost and stumbled on this grove by accident. Lad, chuck me our map and let's see where we went wrong. Mmmm...um-hmm...as I suspected! We turned left by mistake at Alb-Urk-Urkee..."

"Silence! Let the stones be brought forth. If you survive our casting these rocks upon your rather wrinkled brow you may go free."

Lad watched as the rocks were tossed from treeman to treeman. Their strength and accuracy left no doubt in Lad's mind that he and his mentor would soon be entombed, "Riega, do something! We can't possibly survive their stoning us. Don't you know any treeman lore? Any escape clause?"

Nerd stood and thought. Finally, as the grove was taking up positions for hurling, he spoke, "Sad, Lad, sad! That this once proud race could come to this."

Tiont boomed out, "What do you mean by that, smooth skin? That protecting our territory is in some ways barabarc!"

"No, no, not at all. But I can remember old tales about how wise and tricky the treemen of yore were. Now all they can do is chuck stones."

"Well!" The huge tree spoke, "And what do you suggest?"

"Riddles, like the olden days. If you win, you may stone us with dignity."

"Swell!", Lad muttered.

"But if we win we pass through your forest unmolested."

"Agreed, but only we will ask the questions and they shall number 5! 5

After a brief conclave the grove sat down in a circle surrounding the two hapless wanderers.

"Begin", Tiont commanded.

A young birch spoke up, "We tree-men perfected the use of numbers eons ago. We also introduced to man 2 new concepts of higher mathematics. Name one of them-"

Nerd spoke immediately, "Logarithms."

A maple piped in, "And the other contribution?"

Nerd sat and puzzled, but Lad came to the rescue, "Square roots?"

All the trees rustled their dismay at the correct answer. A young sappling spoke up, "Can a treemans bite be fatal?"

Riega laughed at this obvious one, "Of course not, everyone knows your bark is worse than your bite."

A healthy looking willow wept, "What is the one thing no treeman can do for another?"

After a quick conferance 'tween Lad and Riega, Lad answered, "Go out on a limb for him."

Tiont slowly rose, "Answered well, my mammalian guests, but this last question decides all. The large oak over there- he is the strongest of all treemen, what is his name?"

Lad moaned his familiar moan.

Nerd sighed his familiar sigh & stood. "Chuck, or Charles actually!"

Embarrassed, the treemen sort of wandered away into the forest. Riega Nerd picked up his gear but Lad only sat in the road, thinking. Finally he said, "All right, I give up. How'd you do it."

"Quite simple, actually. It was the strength and throwing ability that reminded me of an old treeman riddle- How much wood could a Wood Chuck chuck if a Wood Chuck could chuck wood? Naturally, I felt this referred to our muscle-bound friend."

Lad shook his head, "And Tiont played right into that old tripe, huh? Boy, what a sap!... A sap! Hey, Riega, that's sort of funny. Get it- sap-treeman, tree-sap, Hahahahahaha!"

With a heavy sigh Nerd trundled off down the path, Lad laughing behind. (Pictured in background-W7-The Great Woods Treeman-standing 3½" tall!)

(they are always in a straight line, horizontally, vertically, or diagonally and can be in reversed order). All answers can be found, first, in either this issue of the Bulletin, the ADVANCED DUNGEONS & DRAGONS® game books, or common sense.

W E S T E R N C K D S J S B W Y R F U B
A S S A S S I N E G P H K A Q V N A T O
R P U N I C O R N H A I L R S O X N Y W
R F M Y L M E Y C N C L O B G N V O U L
I M R E Y W C P H S E L C A R E H T Z F
O W U G A I A G E I R V R R A X Y E Z O
R N B R A Z I E R G W D D I L N U S W D
S H I D T Z E B N G A A G A U R D L A B
F U N V C A R L A W N S D N Q N B Y T C
A A Q E E R V L K S D R U I D E S S O L
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S D L E R A I M C G U N F I G H T E R S
D O V E S J A E G O T S G I A N T P H H
A M E K A S T E S Q U A D R O N S S H I
Y L S R T R H G R E N A D I E R T U N R
E C N E D N E P E D N I T H I E F O E T
W O R M T A T H S E B U L L E T I N W Z

THIS ISSUE-

1. This is the fourth issue of the _____.
2. It is sent to you, free, by _____.
3. Its editorial column is _____.
4. The letter's column is called _____.
5. This issues double Spotlight is on _____ & _____.
6. The "Knight Error" is drawn by R. _____.
7. The hero of most of our fiction, _____ has a companion named _____. While they meet _____ in this issue their arch rival is _____.
8. Our order form has two sections that are relatively recent. One features plated figures, dice, etc. and is simply called _____. The other features humorous figures, _____.
9. The major TSR sponsored gaming convention is called _____.
10. Adventurers- _____ forth!

GRENADIER PRODUCTS-

11. Large boxed set #5007 is called _____ & #5008 is the _____ set.
12. Our oldest fantasy line, _____ & _____, also come in blister packs. One of the blisters features a _____ in a number of different pieces and there is also an expansion kit for it.

13. Our ADVANCED DUNGEONS & DRAGONS® Blister Pack Line keeps rolling along. In the Elemental packs there are 2 items for summoning the monsters, one is a _____, the other is a _____.
14. Blister #115, Adventurers, features a _____, a _____, a big _____, an _____/_____, and one of our new _____.
15. Blister #116, features three different kinds of _____ and a _____ to mark their territory.
16. Upcoming Action Art sets feature such goodies: _____ (feathered serpent), _____ (horned horse), _____ (winged horse) and a _____ hatching.
17. Blister Pack #119 is called _____.
18. Blister Pack #112 were all a bunch of _____ rats.
19. An upcoming figure will be Death or the _____.
20. 2 upcoming figures from Greek mythology are _____, son of Zeus, and a _____, which was a gift to Hepheastus from Hera, his mother.
21. Another upcoming figure is that old standby, the _____ (described as "probably the result of genetic experimentation by some insane wizard").
22. Blister #114, which has an Earth Elemental in it, could be used as the head of all Earth Elementals called the _____.
23. Soon to be released is the offspring of a unicorn, called a _____ (also used for any young, horselike creature).
24. Upcoming Holidays — July 4th is _____, the 3rd Sunday in June is _____, and on June 14th we honor the _____.
25. A popular FIEND FOLIO creature which has a "leperous appearance" due to skin disease.

GODS

26. _____ is the ruler of the Greek gods. _____ is his wife.
27. Yondalla's favorite animal is a _____.
28. Babylonian ruler of the devil world, _____.
29. Glittergold's first name, _____.
30. First name of a certain thunder god's magic glove, _____.
31. Egyptian cat goddess, _____.
32. Her enemy is _____.
33. This "mountain dwarf" appearing God is named _____ (No connection with above questions). He is a _____ of gambling and luck and always makes his saving throws.
34. Ptah's amulet- _____!
35. Tezcatlipoca must be offered human _____ once a year.
36. The god, _____, throws bits of the sun when he is in battle.
37. First name of the chinese god with a roc's body, _____.
38. Pan's form is that of a _____.
39. Odin's _____ is golden & etched with Norse Runes of Power.



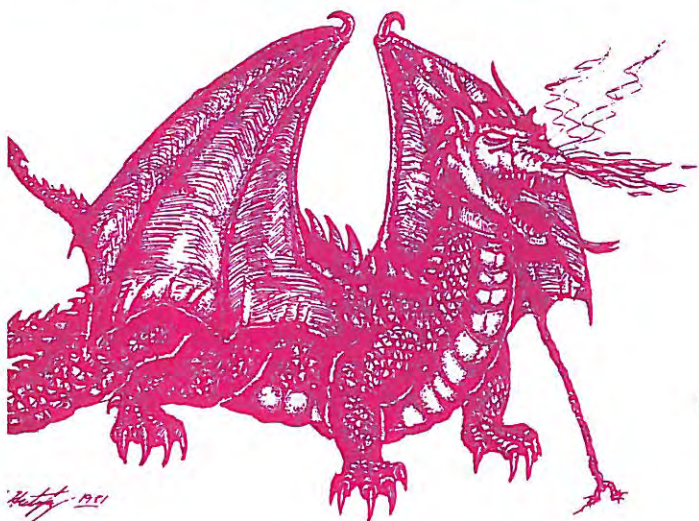
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38. SATYR
36. UTU
34. THET
33. BES, MASTER
32. SET
31. BAST
30. JARH
28. GARL
26. DRUGA
27. DOVE
25. ZEUS, HERA
24. INDEPENDENCE DAY, FLAG
23. COLT
22. BOSS
21. OWLBAR
20. HERACLES, CYCLOPS
19. GRIM REAPER
18. WERE
17. CENTAUR
16. PEGASUS, DRAGONS EGG
15. HILL GIANT, TOTEM
14. THIEF, ELVES
13. BOWL, BRAZIER
12. GIANT WORM
11. SPACE SQUADRONS
10. WESTERN GUNFIGHTERS
9. GEN CON
8. FANTASIES
7. TIONT, DILN AMEKAST
6. SHIRTZ
5. RAY RUBIN
4. FANDOTES
3. ESP
2. GRENADIER MODELS
1. BULLETIN

WORD GRID ANSWERS:
1. BULLETIN
2. GRENADIER MODELS
3. ESP
4. FANDOTES
5. RAY RUBIN
6. SHIRTZ
7. RIEGA NERD, LAD
8. SPECIALS, FUNNY
9. GEN CON
10. WESTERN GUNFIGHTERS
11. SPACE SQUADRONS

Super Idea Contest

Remember last issue when we proposed a contest that would "have you thinking all summer". One with great prizes! Well, here it is--the Super Idea Contest!! You see the drawing below, it's by Mark Hutzky (the artist who did our cover unicorn in #2). It is a monster!! A very bad one, indeed! And we think many of you have monsters roaming around in your nightmares, the same as Mark does. That's what this new contest is all about. Your monster and your art!



Here are the rules:

All artwork must be line drawings (like above, no charcoal, etc.) and be done in black, artists ink.

All artwork must be on white stock paper (no tracing paper or erasable bond typing paper allowed) and the paper size may not be smaller than 3" x 5" nor larger than 8½" x 11".

All artwork must be of original nature. No variations of existing published artwork will be allowed. (In other words, don't send me a picture of a monster you've seen somewhere else. Be original!!)

All artwork must deal with the subject matter of monsters. Each entry may be of no more than 1 monster. No existing monsters are advised. (Instead of doing a Unicorn or normal Dragon, be creative and come up with your own.)

All artwork must be accompanied by a description of the monster. It must be typed on a normal-sized sheet of typing paper (any type), may be single spaced with no mar-

FIGURE FLASH WINNERS!

And now for the results of the Figure Flash Contest. First, I wish to thank all those who entered. The decision was very difficult (especially due to the last minute deluge of entries). One of the biggest problems was focus, of course, and some potential winners lost points due to this. Anyway, I can now tell you the winners but, unfortunately, not show you them due to their being color prints. (Really stupid of the Editor to run a contest he can't show, huh?)

*First Place-Stephen Crane of Forest Hills, NY. for his brilliant diorama of 2 Driders being attacked by a Beholder. Stephen had many fine customizing points (i.e.; one of the Driders is partially turned to stone, another has thrown his spear into the Beholder-who, by the way, has his eyestalks waving in the air), a beautiful rocky terrain for a setting, all mounted on a magnificently prepared wooden base. Good job, Stephen (For first place he will receive a Gift Certificate good for 2 large figure sets, or 4 small sets-whatever he desires, ordered through us.)

*Second Place-Donald Duncan of Surrey, British Columbia in Canada. Though Don sent us 7 fine entries, the one that captured our hearts was a beautiful close-up of 2 Gnolls battling it out with our Ranger in plate swinging his axe. Not only is there a nice cavernous atmosphere to the setting and material used, but the paint job is excellent right down to the blood on the Ranger's axe! Nicely done, Don! (For second place he will receive a Gift Certificate good for a free large set or 2 small sets- whatever he desires, when ordered through us.)

THE REST OF THE CONTEST IS CONTINUED ON PAGE 11 !



FANOTES!

#1 "On the comments (in issue #3) concerning bendable spears, swords, and so forth--I routinely slather a coat of Hot Stuff onto the offending part (repositioning first, of course) and let 'er rip...Super Glue works too. For painting I stick my figures on the "dop"--the technical term for the paint stand--with a wad of Fun Tak." (This is almost a play-doh like substance but it never dries-Ed.)
-Georgia M. Miller of Northfield NJ.

Thanks for the excellant suggestions, Georgia.-Kim

#2 "I would like more descriptions and painting guides...I would like to know if you make a set of Elves ... Can you only find a gold wizard in the Wizard's Room set (for the Wizard's Gold contest)?"
-Jim Laukaitis of Smithtown, NY.

Last question answered first, James. The golden shaman (about 1000 of them), along with the coupon for drawing entry, is placed randomly in all the new sets coming out this last year (Denizens of the Swamp, Orc's Lair, & Dwellers Below). If you are lucky enough to find one then you fill out the coupon & send it in. We will also honor last years coupon but there are no discounts at all connected with this year's Wizard's Gold contest.

We do not intend to make a straight set of Elves for awhile but, instead, will distribute them liberally throughout other sets being released this year (note the first of the "new" Elves has appeared in our new blister #115- see the front page).

Figure descriptions and painting guides are in the works for next year. What's important to remember is the use of your own imagination in these things. Nobody should be able to dictate to you exactly look or what it's pigmentation is!

#3 "I have received the first two issues of GB and must say they were both good issues. I do have a few suggestions and questions for you. Pay people who submit artwork and articles. Put together some writer's and artist guidelines. Can people

Well, Beckett, first off- we do pay our contributors. I don't talk much about it because, quite frankly, I don't want a ton of mediocre submissions by people wanting figures (by the way we only "pay" with merchandise). Since this is a free publication the rewards for being published are small. And since I write virtually everything in the GB (unless otherwise credited) I don't need a lot of submissions, though I do welcome them. And finally, my mail has increased to the size where I can no longer reply to most of it (and I know how maddening it is to receive no replies to your submissions). However, guidelines are a good idea for those folks who insist on being creative (which is a joy in itself) So here are some quick do's & dont's-
* Don't send anything in pencil. If it is a written piece-type it! If it's an artistic venture- draw with ink that is black and reproducible.

* Realize that everything you send in will, most likely, not be returned. I just don't have the time (or postage rates) any more to do this and I've let the readers know this in the last few issues. Sorry!

* Don't plagiarize or trace someone else's artwork. That's theft and wrong!!

* Don't send me anything to do with the fantasy role-playing games you play. We are a miniatures concern and while our figures are used for play they are also used for many other things. This newsletter is not a game playing aid.

* Be creative! There's too much dribble on the tube and the movie screen, I wish no dribbling here.

* Remember, I do read anything that's addressed to me (and some that isn't) so you will be given consideration, no matter what your age.

Finally, we accept no advertisements or plugs, though we freely review merchandise that's sent to us that is "figure related" like carrying cases, diorama pieces, etc. but even those aren't returned. I'm afraid next year we will have to charge for the Bulletin due to its' incredible expense, but the cost will be minimal and not until Winter.

FINAL NOTE- To the many fans who have written asking for back issues-there are none and will not be any upcoming. We just have the limited run and when we run out we put the names of people who are



TM

GRENADIER MODELS CONSUMER ORDER SHEET

ADVANCED DUNGEONS & DRAGONS™

All Boxed Figure Sets

Wizards	7.00
Halflings	7.00
Dwarves	7.00
Hirelings	7.00
Fighting Men	7.00
Specialists	7.00
Females	7.00
Thieves	7.00
Wizard's Room	7.00
Denizens of the Swamp	7.00
Orc's Lair	7.00
Dwellers Below	7.00

ADVANCED DUNGEONS & DRAGONS™

Blister Packs

Dungeon Adventurers	13.50
Dungeon Monsters	13.50
Fantasy Wilderness	13.50
Tomb of Spells	13.50
Dragon's Lair	13.50

INTRODUCTORY ADVENTURE GAMING

Blister Packs

GAMMA WORLD™ Adventurers	13.50
Denizens of GAMMA WORLD™	13.50
Western Gunfighters	13.50
Space Squadrons	13.50

ACTION ART

Paint & Figure Sets

8001 Dungeoneers	13.50
8002 Monsters	13.50

ADVANCED DUNGEONS & DRAGONS™

Blister Packs

101 Rakshasa	4.00
102 Bugbears	4.00
103 Orcs	4.00
104 Lizardmen	4.00
105 Djinni & Efreeti	4.00
106 Driders	4.00
107 Umberhulk & Xorn	4.00
108 Goblins	4.00
109 Basilisk & Cockatrice	4.00
110 Golems	4.00
111 Kobolds	4.00
112 Wererats	4.00
113 Elementals I	4.00
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Others to be released soon!

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9002 The Magic Goes Away	20.00
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(All items listed on this page are carried by Retail Stores.)

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W19	Goblins, 3 types (6)	3.00	_____
W22	Small Kobolds, 2 types (8)	3.00	_____
W23	Trolls, Cave & Wood types, 2 types (5)	3.00	_____
W25	Chaotic Berserkers, 2 types (5)	3.00	_____
W29	Slimes, molds, fungus, multi-types (4)	3.00	_____
W31	Undead (Ghoul, Mummy, Wraith, Vampire, Skeleton) 1 ea.	3.00	_____
W32	Basic Elementals, 4 types (4)	3.00	_____
W33	Ogre & Giant (1 ea.)	3.00	_____
W35	Monsters, 1 ea* (Zombie, 2-piece Gargoyle, Medusa, Werewolf, Wererat)	3.00	_____
W36	Large Worm & Giant Cobra (1 ea. cobra is 2-piece)*	3.00	_____
W37	5-Headed Hydra (1 3-piece figure)*	4.00	_____
W38	Serpentine Dragon (1 2-piece figure)*	3.00	_____
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W40	Wyvern (1)	3.00	_____
W41	Manticore (1)	3.00	_____
W49	Townspeople, 5 types (5)	3.00	_____
W52	Large Bears, alien & Natural, 3 types (3) ..	3.00	_____
W53	Scavengers, 1 ea. (Giant Tick, Giant Centipede, Giant Rat, Carrion Creeper)	3.00	_____
W55	Giant Cave Spider (1 3-piece figure)*	3.00	_____
W56	Giant Worm (1 4-piece figure)*	3.00	_____
W57	Giant Worm Expansion Kit (3 mid-sections* ..	3.00	_____
W60	Dungeon Beginners Set (8 gaming figures for beginning gamer	5.00	_____

WIZZARDS & WARRIORS DOUBLE BLISTER DIORAMIC SETS

WS1	Treasure Vault, assorted booty in piles, stacks, bags, etc.	6.00	_____
WS2	The Temple, assorted statues, braziers, attendants and items	6.00	_____
WS3	The Guard Room & Armory, weapons rack, forging equipment, beds, table, etc.*	6.00	_____
WS4	The Royal Court, throne (w/interchangeable head for seated figure), attendants, ornate furniture, etc.*	6.00	_____
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SS1	Stellar Battleship (1 3-piece figure)*	3.00	_____
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SS3	Stellar Fighters & Probes, 2 types (8)	3.00	_____
SS4	Galactic Frigates (2)	3.00	_____
SS5	Galactic Cutters (3)	3.00	_____
SS6	Galactic Trident Fighters (8)	3.00	_____
SS7	Stellar Heavy Cruiser (1 2-piece figure)* ..	3.00	_____
SS8	Stellar Destroyer (1 2-piece figure)* & Destroyer Escort (1 2-piece figure)*	3.00	_____
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SS12	Space Tankers (2)	3.00	_____
SS13	Atmospheric Assault Craft (4)	3.00	_____
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SS18	Self-Propelled Space Stations (2)	3.00	_____
SS19	Base Stands, 6 Large bases (can be used for 12 small)*	3.00	_____

GAMMA WORLD™ BLISTER PACKS

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G4	Grens, 2 types (6)	3.00	_____
G5	Serfs, 2 types (4)	3.00	_____
G6	Orlens, 2 types (4)	3.00	_____
G7	Healers, 2 types (6)	3.00	_____
G8	Restorationists, 4 types including robot (6)	3.00	_____
G9	Knights of Genetic Purity, 2 types (6)	3.00	_____
G14	Human Tribesman, 3 types (6)	3.00	_____
G15	Large Mutants w/Great Swords (4)	3.00	_____
G16	Small, Winged Mutants, 3 types (6)	3.00	_____
G17	Lil around Ruins, 3 types - Ruins of power armor, ruins of Tankette, ruins of old mail box (3) ..	3.00	_____
G18	Female Adventurers, 5 types (5)	3.00	_____
G19	Townspeople (6 Leader and individual types) (6)	3.00	_____
G20	Settlement Peasants, 6 types (6)	3.00	_____
G21	Troops-Powered Armor, 4 types (6)	3.00	_____
G22	Troops-Partial Armor, 4 types (6)	3.00	_____
G26	Hissers, 2 types (4)	3.00	_____
G29	Arks, 2 types (4)	3.00	_____
G30	Badders, 5 types (6)	3.00	_____
G31	Hoops, 4 types (6)	3.00	_____
G36	Robots, 3 types (4 & arm units)*	3.00	_____
G37	Attack 'Borg (Large 'Borg w/turret for top & 4 missile launchers)*	3.00	_____
G39	Engineering 'Bot (Large tank w/tentacle pack, large robotic arm, & accessories)*	3.00	_____
G46	Medical Installation (1 2-piece Rejuv Chamber & 1 Med-'Borg)	3.00	_____
G51	Patrol Tankettes (8 pieces)*	3.00	_____
G52	Recovery & Attack Tankettes (8 pieces)* ..	3.00	_____

SNIT'S REVENGE™ BLISTER PACKS

SR1	Snits, 2 types (8)	3.00	_____
SR2	Runengetims, 2 types (8)	3.00	_____
SR3	Organs, 2 types (8)	3.00	_____
SR4	Makums & Things, 2 types (8)	3.00	_____

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001	HYDRA	5.00	_____
002	SEAWOLF	5.00	_____
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SPECIALS

SP1	1/2 inch, 6-sided dice (White w/black pips)	6 for 1.00	_____
SP2	Treasure Gems (2 large gems, 20 small gems) as seen in 5009-Dragon's Lair Useful for dioramas	2.00	_____
SP3	Gold Plated Basilisk (as offered in GB#1) ..	5.00	_____
SP4	Gold Plated Dragon Pendant (Xmas Dragon) ..	5.00	_____

FUNNY FANTASIES®

1	"Have a Nice Day" Beholder (1)	1.50	_____
2	"F-19" Pegasus	2.00	_____

(*Denotes Multi-Pieced Figure, Assembly Required)

per Idea Continued-

All artwork becomes the property of Grenadier Models to do with as desired.

Absolutely no artwork will be returned. (So please don't send a letter asking me to send it back if I don't like it. Once it's here, it stays here.)

DO NOT send a photostat or other copy of your work. If it is not the original it will not be considered.

DO NOT send "stats" or "characteristics" for the monster based on any fantasy or sci-fi role-playing game. They are not important! (Write the description as you would a story, a newspaper article, an encyclopedia description, etc.)

All artwork mailed to us must be mailed flat, not folded or rolled.

All entries must be postmarked no later than October 10, 1982.

The decision of the judges is final. All winners will be notified immediately thereafter by mail & also announced in the Christmas Bulletin.

Now for the prizes! They are:

FIRST PLACE- 100 figures from any Grenadier line. They don't have to be from the same set or even in the same line. Just whatever 100 you desire. (or the equivalent of 100 figures-some, like the Iron Golem, are worth more figures.)

SECOND PLACE- Any 75 figures, as above.

THIRD PLACE- Any 50 figures, as above.

FOURTH PLACE- Any 25 figures, as above.

HONORABLE MENTION (if any)- our new 2013 set- Adventuring Party!

As you can see, this is quite a contest. Points will be given for the artwork and creativity given both the monster and it's description. Also, your name, address, zip, and phone number must accompany all entries. Only 1 monster per mailed entry but you may enter as often as you like. Judging from Mark's Dragon and Al Green Jr.'s Demon Guard (at right) competition will be stiff. So start doodling and thinking now and maybe by Christmas you'll win yourself an entire army of Grenadier figures. A bit of advice- don't think in terms of a gamer, think in terms of a writer or researcher and your copy will be much better. Have fun!!!)

Figure Flash Continued-

*Third Place- John & Kurt Feuerstein of Racine, WI. for their diorama of an undead party attacking an Orc stronghold. Accompanied by a paragraph explaining the situation (a common accompaniment in this contest) the monsters appear on the brink of battle with an astounding setting of a castle in the background. All around are trees and bushes and you can barely see the road leading up to the keep for there is snow all about and a snow storm coming over the horizon. Very creative, guys! (For third place they have their choice of a Gift Certificate for either 1 small boxed set or 2 Blister Packs- whichever they desire when ordered through us.)

*Honorable Mention- Each winner of an honorable mention receives a Gift Certificate for 1 free Blister Pack- when ordered through us.

Darlene Kay Blanchard of Tampa, FL. for an excellent paint job and photograph of our Wizard's Room

Robert Catalano of Hudson, OH. for a great rendition of our Large Dragon from the Dragon's Lair set.

For those of you who may wish to see not only the winner's but most of the entries, I will have them with me when we exhibit at Gen Con East and Gen Con XV Gaming Conventions this year. They will be available for viewing by the public.

While there is no plans for another photo contest right now, another may be offered later on in the year. Your direct feedback on this subject is of interest to me, so write me if you're interested:

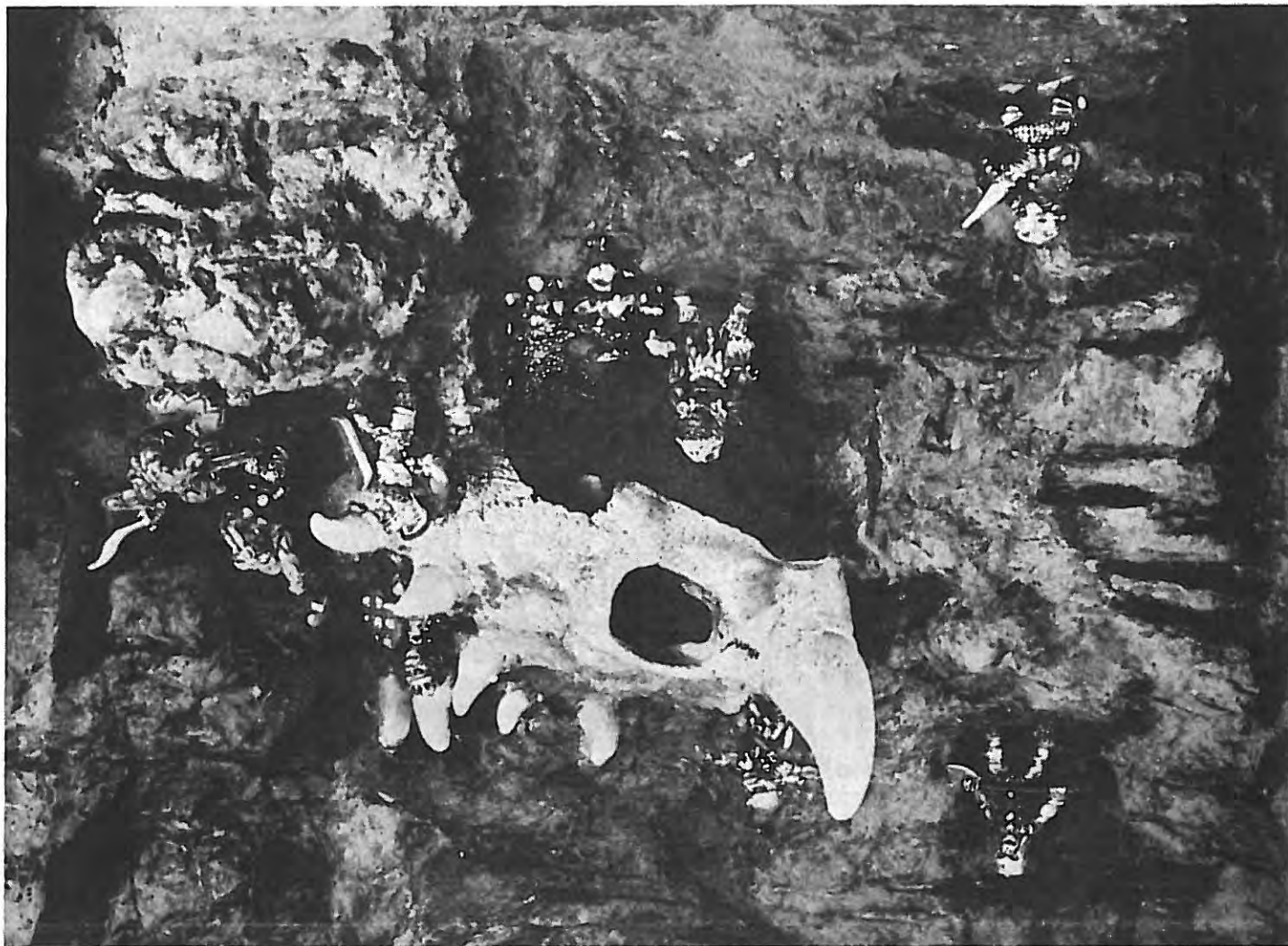
Kim Eastland

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THE GRENADE BULLETIN

The Newsletter from Your Figure Company ! #5

CONVENTION FEVER

Summer, the time of conventions! And we've been there- to CWA-Con in May, Gen Con East^R Gaming Convention, and soon to the biggest of them all, Gen Con^R XV Gaming Convention. Here's a quick run-down on how they went:

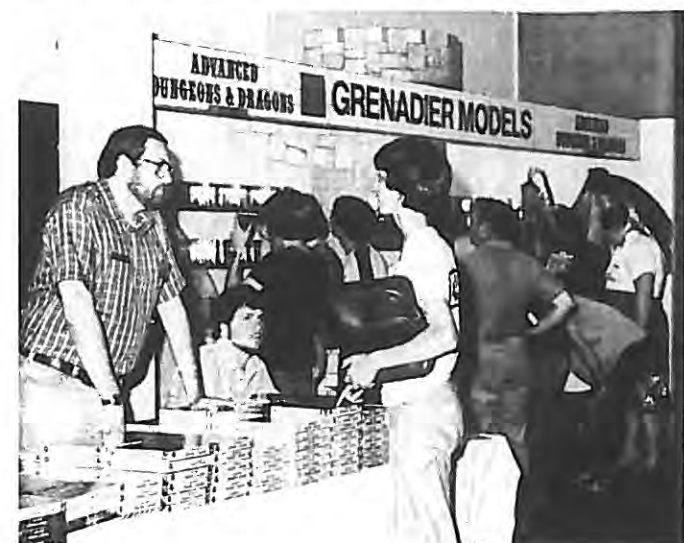
Chicago Wargamers Association Convention in May- Extremely enjoyable & one of the better cons. The most interesting event, from our standpoint, was the "Doomsgate" miniature event- 17,000 25mm. fantasy figures on a 64' x 5' table. Breathtaking to see all those armies. The painting competition was small, but pure quality with John Blum, Jim Clouse, and Denny Walters winning the 1st, 2nd, & 3rd place Grenadier Painting Awards, respectively.

*GenCon East Convention was hectic but fun. The pictures on this page shows our "little" exhibit which we brought along. All of the A.D. & D.^R Figure Line is shown along with a tower with 5 dioramas in it. Below, you can see a young fan conversing with Bob Watts (seated) & myself (big guy behind table) with a multitude of admirers in the background

ADVANCED
DUNGEONS & DRAGONS
GRENADE MODELS



"oohh"ing & "aah"ing & taking photos of all those painted figures. A tremendous help to us was all the Philly fans who worked the con and all the Ohio fans we imported. Thanks, folks! *About the time you read this GenCon^R XV Gaming Convention will be upcoming. It's in Kenosha, WI at the Parkside University campus and is loads of fun. If you can make it at all (August 19-22) I suggest you do. There is both the RPGA Tournament & the prestigious A.D. & D.^R Open (see inside for more on this). Grenadier will be there with its display, slide show seminar (10:30 a.m. & 1:00 p.m., Fri. Aug. 20), awards for the GenCon Miniature Open and their own Awards for best use of Grenadier figs. And, as explained elsewhere in this issue, 1100 free figures for gamers. Boy, do we like you people? You bet we do & we'll be glad to talk to you if you stop by our booth in the Exhibit Hall.





Editorial Statement & Perspective

There are times in your life that are really easy, like doing immensely enjoyable, fun things (gaming for 12 hours straight in a world, putting out the Grenadier Bulletin, etc.).

Then there are those times that things aren't so easy, they are sad-denying. This is one of those times!

Beginning around the first week of August (a week or two before you get this, possibly) I will be joining the ranks of TSR Hobbies as head of the RPGAtm Network. While this excites & pleases me no end, I must admit to a definite sadness at leaving Grenadier Models. In a world that is full of hype, cheap gimmicks, and self-serving corporations, Grenadier has stood out like a beacon. Always working with the consumer in mind, they have constantly held the line against price hikes while growing in quality, consumer awareness, and how they fit into the average collectors hobby. I am most proud to say that I have worked with 2 fine men like Andy Chernak and Ray Rubin who are not only craftsman in their respected fields of sculpting and painting but also fine human beings who never put greed, ego, or conceit before their concern for the customer. When I look at our product, our ads, and our future plans and how we conduct them I am truly convinced that we lead the Adventure Gaming Industry in nearly every facet.

Now to answer a few questions which must be buzzing in your heads.

The Bulletin will continue up to & including a Christmas issue. I have already completed most of the copy for the next two issues, so barring any unforeseen accidents you will continue to get the Bulletin for awhile longer. However, it is not certain whether the GB will continue on past that point or not. It is an excessive financial drain and a lot of its qualities will be soon carried over to the POLYHEDRON the official RPGAtm Newsletter. I plan on showing the upcoming Grenadier products, hold contests, and have an occasional visit from Riege Nerd, just as I have here in the Bulletin. So to make it a little easier for you to take the change-

over we are including in this issue of the GB a coupon for \$1.00 off the cost of joining RPGA (it's normally a \$10.00 cost to join for 1 year but that will include the POLYHEDRON, which is bi-monthly) Network. Send to: RPGA Network, POBx. 509, Lake Geneva, WI 53147 Attn: Membership for a membership form or use the one that appeared in GB #3 or that occasionally surfaces in other publications. Send the coupon + the normal membership fee -\$1.00 (so it would be \$9.00 for a 1 year, \$17.00 for a 2 year, etc.).

The next question might be-"Why are you leaving?". Well, everyone grows and changes and naturally seeks more growth. While I am extremely happy with what I have done at Grenadier, I personally am anxious to work even more with the average consumer, to communicate even more with the average D & D'er, and that is what the very existence of the Role Playing Game Association is for- you, the consumer. Also there is the fact that I am from the Midwest, have friends and family there, and generally feel I belong there (I fully understand what E.T. feels when he points to the stars & says, "Home!")

But finally it is because I am going to work with the same kind of good people I have come to know & cherish here. The editor of the POLYHEDRON, Mary Kirchoff, is a pro, enthusiastic, and full of ideas for upgrading the publication. Bill Hoyer, who is in charge of the merchandise RPGA offers to its members exclusively and in charge of Convention representation, is also a gem and fun to be with. So I'm going from one great working atmosphere into another. That makes me very, very lucky (I thank my God that this kindness has been happening to me. Never let anyone tell you that you can't do what you would like to in life. Oh sure, a tiny piece of it is luck, but if you don't believe in your dreams, in yourself, and in how you fit into life you don't have a chance!)

Well, enough of this heavy stuff. Within this short issue of the Bulletin you'll find some fun, an order form for our products (including new ones), and the usual collection of paraphernalia. Enjoy! (And write me at RPGA Headquarters. I am looking forward to here from you. And I can now answer your questions concerning the various TSR Hobbies games- D.& D.^R, A.D.& D.^R, and the like.)

Kim Eastland

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W25	Chaotic Berserkers, 2 types (5)	3.00	_____
W29	Slimes, molds, fungus, multi-types (4)	3.00	_____
W31	Undead (Ghoul, Mummy, Wraith, Vampire, Skeleton) 1 ea.	3.00	_____
W32	Basic Elementals, 4 types (4)	3.00	_____
W33	Ogre & Giant (1 ea.)	3.00	_____
W35	Monsters, 1 ea* (Zombie, 2-piece Gargoyle, Medusa, Werewolf, Wererat)	3.00	_____
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WS3	The Guard Room & Armory, weapons rack, forging equipment, beds, table, etc.*	6.00	_____
WS4	The Royal Court, throne (w/interchangeable head for seated figure), attendants, ornate furniture, etc.*	6.00	_____
WS5	The Drunken Dragon Inn, bar, furniture, casks, bartender & waitress, etc.*	6.00	_____

SPACE SQUADRONS 2998 BLISTER PACKS

SS1	Stellar Battleship (1 3-piece figure)*	3.00	_____
SS2	Stellar Medium & Light Cruisers, 2 types (2) .	3.00	_____
SS3	Stellar Fighters & Probes, 2 types (8)	3.00	_____
SS4	Galactic Frigates (2)	3.00	_____
SS5	Galactic Cutters (3)	3.00	_____
SS6	Galactic Trident Fighters (8)	3.00	_____
SS7	Stellar Heavy Cruiser (1 2-piece figure)* . .	3.00	_____
SS8	Stellar Destroyer (1 2-piece figure)* & Destroyer Escort (1 2-piece figure)*	3.00	_____
SS9	Galactic Attack Carrier w/4 Bat-craft (5) . .	3.00	_____
SS10	Galactic Bat-craft & Long Range Fighters, 2 types (8)	3.00	_____
SS11	Galactic Mine-Layers & Minesweepers, 2 types (4)	3.00	_____
SS12	Space Tankers (2)	3.00	_____
SS13	Atmospheric Assault Craft (4)	3.00	_____
SS14	Command Ship & Transports (1 2-piece figure)* (3)	3.00	_____
SS17	Installations & Armament Accessories* . . .	3.00	_____
SS18	Self-Propelled Space Stations (2)	3.00	_____
SS19	Base Stands, 6 Large bases (can be used for 12 small)*	3.00	_____

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G4	Grens, 2 types (6)	3.00	_____
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G6	Orlens, 2 types (4)	3.00	_____
G7	Healers, 2 types (6)	3.00	_____
G8	Restorationists, 4 types including robot (6)	3.00	_____
G9	Knights of Genetic Purity, 2 types (6)	3.00	_____
G14	Human Tribesman, 3 types (6)	3.00	_____
G15	Large Mutants w/Great Swords (4)	3.00	_____
G16	Small, Winged Mutants, 3 types (6)	3.00	_____
G17	Lil around Ruins, 3 types - Ruins of power armor, ruins of Tankette, ruins of old mail box (3) .	3.00	_____
G18	Female Adventurers, 5 types (5)	3.00	_____
G19	Townspeople (6 Leader and individual types) (6)	3.00	_____
G20	Settlement Peasants, 6 types (6)	3.00	_____
G21	Troops-Powered Armor, 4 types (6)	3.00	_____
G22	Troops-Partial Armor, 4 types (6)	3.00	_____
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G29	Arks, 2 types (4)	3.00	_____
G30	Badders, 5 types (6)	3.00	_____
G31	Hoops, 4 types (6)	3.00	_____
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G37	Attack 'Borg (Large 'Borg w/turret for top & 4 missile launchers)*	3.00	_____
G39	Engineering 'Bot (Large tank w/tentacle pack, large robotic arm, & accessories)*	3.00	_____
G46	Medical Installation (1 2-piece Rejuv Chamber & 1 Med-'Borg)	3.00	_____
G51	Patrol Tankettes (8 pieces)*	3.00	_____
G52	Recovery & Attack Tankettes (8 pieces)* . .	3.00	_____

SNIT'S REVENGE™ BLISTER PACKS

SR1	Snits, 2 types (8)	3.00	_____
SR2	Runengetims, 2 types (8)	3.00	_____
SR3	Organs, 2 types (8)	3.00	_____
SR4	Makums & Things, 2 types (8)	3.00	_____

MIDI-GAMES

001	HYDRA	5.00	_____
002	SEAWOLF	5.00	_____
003	DWARF MOUNTAIN	5.00	_____

SPECIALS

SP1	1/2 inch, 6-sided dice (White w/black pips)	6 for 1.00	_____
SP2	Treasure Gems (2 large gems, 20 small gems) as seen in 5009-Dragon's Lair. Useful for dioramas	2.00	_____
SP3	Gold Plated Basilisk (as offered in GB#1) . .	5.00	_____
SP4	Gold Plated Dragon Pendant (Xmas Dragon) .	5.00	_____

FUNNY FANTASIES®

1	"Have a Nice Day" Beholder (1)	1.50	_____
2	"F-19" Pegasus	2.00	_____
3	"Undead" Pizza Delivery Man	1.50	_____

54MM FIGURES

5401	Jesus of Nazareth	5.95	_____
5402	Pirate Captain	5.95	_____
5403	Balloonist-1918	5.95	_____
5404	Mounted Condottiere	14.95	_____
5405	Landsknecht w/Polearm	5.95	_____
5406	Landsknecht w/Sword	5.95	_____
5407	"Devilish" Nightmare	5.95	_____
5408	Ancient Frank	5.95	_____
5408	Byzantine Officer	5.95	_____

The Adventuring Party Appears!



5403-Balloonist from 1918 (54 mm.)

Available in August is a brand new small boxed set in the Grenadier line of official ADVANCED DUNGEONS & DRAGONS™ figures. The set, #2013-Adventuring Party, contains 10 25 mm. members of a typical fantasy "party". Featured in the set are: a Druid with sling, a charging Monk w/ spear, a Half-Elf Fighter/Mage, a female Ranger w/ hand-axe (these first 4 are shown below), an ornately clad Bard playing the Bagpipes, a kneeling female Mage casting a spell, a Dwarf fighter in Plate armor, a female halfling Fighter/Thief, a Fighter in Plate armor wielding a 2-handed sword, and a Cleric in Plate armor who is definitely in combat. Although these 10 figures are completely different from the new blister pack, #115-Adventurers, they are all of the same high quality detail and full animation collectors have come to expect from Grenadier.

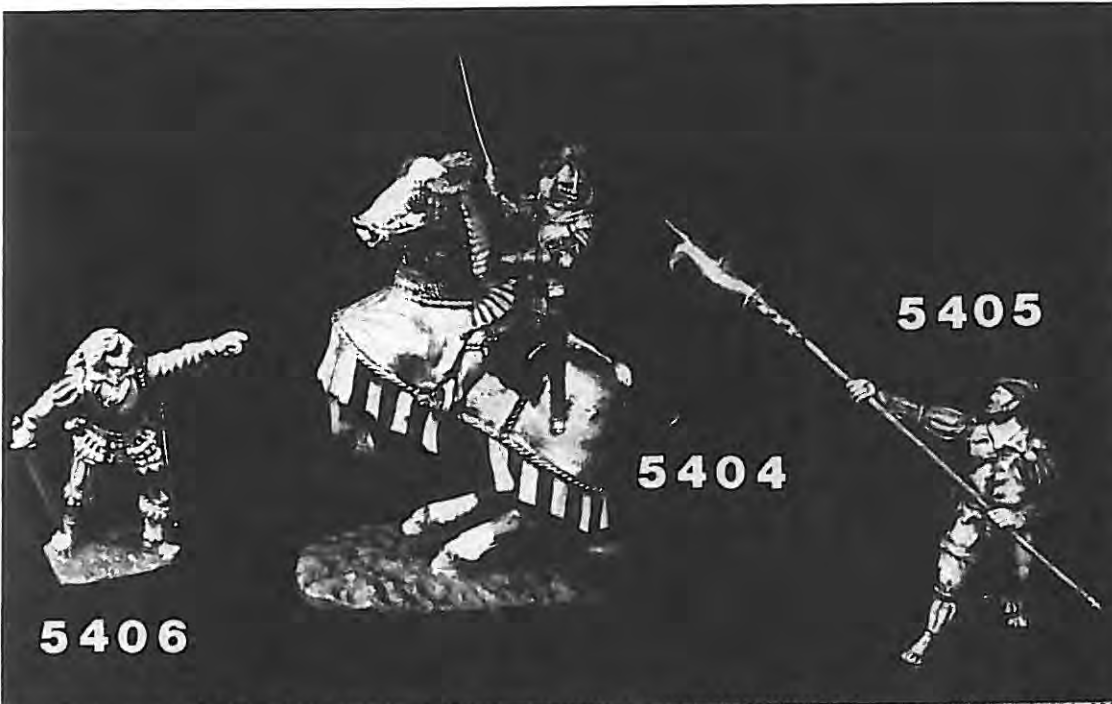
As a promotional event Grenadier has spear-headed a special project in cooperation with TSR Hobbies' Skip Williams (Gen Con Gaming Convention Coordinator) and Bob Blake (A.D. & D. Open Tournament Coordinator). At this year's Gen Con XV Gaming Convention around 1100 gamers will be involved with the Open (the World Series of role-playing).



5402-Pirate Captain (54 mm.)

Interestingly enough the "characters" they will play match the figures in the new set. Therefore, every player in the Open will receive, free, from Grenadier, their "character" to use in the Open & keep as a remembrance of the event. The process of using figures in the game will also be furthered by this requirement in the Open.

Also available by August, will be the Blister Packs #116-Giants, #117-Undead, & #118-Lycanthropes. Pictured below is one



of the three Hill Giants (plus totem) in the Giants Pack-#116.



GRENADIER MODELS CONSUMER ORDER SHEET

(All items listed on this page are carried by Retail Stores.)

ADVANCED DUNGEONS & DRAGONS™

Small Boxed Figure Sets

2001 Wizards	7.00
2002 Halflings	7.00
2003 Dwarves	7.00
2004 Hirelings	7.00
2005 Fighting Men	7.00
2006 Specialists	7.00
2007 Females	7.00
2008 Thieves	7.00
2009 Wizard's Room	7.00
2010 Denizens of the Swamp	7.00
2011 Orc's Lair	7.00
2012 Dwellers Below	7.00
2013 Adventuring Party	7.00

ADVANCED DUNGEONS & DRAGONS™

Large Boxed Figure Sets

5001 Dungeon Adventurers	13.50
5002 Dungeon Monsters	13.50
5003 Fantasy Wilderness	13.50
5004 Tomb of Spells	13.50
5009 Dragon's Lair	13.50

INTRODUCTORY ADVENTURE GAMING

Large Boxed Figure Sets

5005 GAMMA WORLD™ Adventurers	13.50
5006 Denizens of GAMMA WORLD™	13.50
5007 Western Gunfighters	13.50
5008 Space Squadrons	13.50

MAIL TO: GRENADIER MODELS
Price & Pine Sts.
Holmes Industrial Center
Holmes, PA 19043
Attn: Mail Order

ACTION ART™

Paint & Figure Sets

8001 Dungeoneers	13.50
8002 Monsters	13.50
8003 Mythological Creatures	13.50
8004 Fantasy Fiends	13.50

ADVANCED DUNGEONS & DRAGONS™

Blister Packs

101 Rakshasa	4.00
102 Bugbears	4.00
103 Orcs	4.00
104 Lizardmen	4.00
105 Djinni & Efreeti	4.00
106 Driders	4.00
107 Umberhulk & Xorn	4.00
108 Goblins	4.00
109 Basilisk & Cockatrice	4.00
110 Golems	4.00
111 Kobolds	4.00
112 Wererats	4.00
113 Elementals I	4.00
114 Elementals II	4.00
115 Adventurers	4.00
116 Giants	4.00

Others to be released soon!

BORIS VALLEJO COLLECTORS FIGURES

9001 Primeval Princess	35.00
9002 The Magic Goes Away	20.00
9003 Demon in the Mirror	35.00
9006 Gracus the Centurion	35.00

CLIP AND MAIL

PLEASE TYPE OR PRINT LEGIBLY IN INK

QUANT.	CODE NUMBER	DESCRIPTION	UNIT PRICE	TOTAL PRICE	State	City	Address	Name
PA residents add 6% sales tax				POSTAGE				
DATE:				TOTAL				

POSTAGE RATES

Under \$10.00, add \$1.50 Postage & Handling Charge
\$10.01 - \$20.00, add \$2.50 Postage & Handling Charge
\$20.01 - \$30.00, add \$3.00 Postage & Handling Charge
Over \$30.00 Postage & Handling Charge is free.
Overseas, add 15% of total

PLEASE NOTE

Always send a check or money order, never cash!!
Allow 2 to 3 weeks for delivery.

SNEAK PREVIEWS!

Newest releases from Grenadier Models, this summer, are Action Art™ sets #8003- Mythological Creatures and #8004- Fantasy Fiends. The two sets, which include figures, acrylic paints, cover brush, and an updated paint

guide, are perfect for the beginner and expert alike.

These new sets differ from the other Action Art sets in that they include some larger, more dynamic figures. Shown on this page are prime examples: Upper left- the two-piece Pegasus has a wing span of 3", Upper right- The skull throwing Cyclops is 2 3/8" tall (both found in Mythological Creatures, along with Hercules, a Pegasus Colt, A Unicorn and its colt, an Elven Archer, and a Centaur).

Below are three nasties from the Fantasy Fiends: (left to right) the two-piece Grim Reaper, the Prowling Dragon (a 3", one-piece figure), and the 2 1/8" tall Demon. Other figures in the set are: a young Dragon emerging from its egg, a Sarcophagus, opened and ornately sculpted, with separate Mummy emerging, a two-piece Couatl in flight, and a Giant Slug slurping out of an Egg.

Even with the paints, booklet, the average cost of the figures in the Action Art line is below that of the average miniature on the market today!

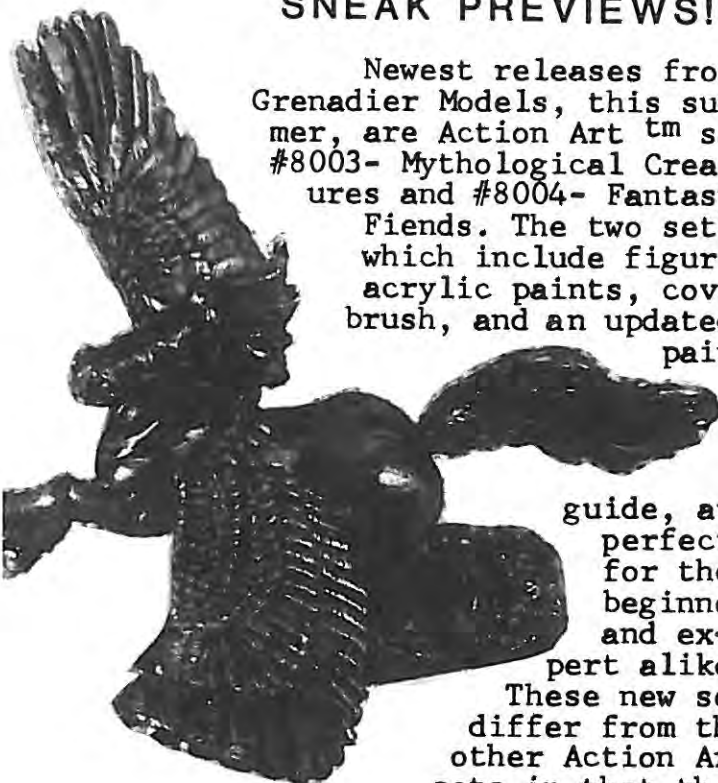
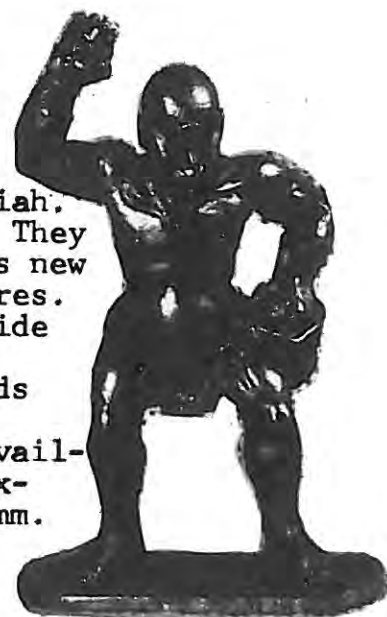
NEW LINE!

They span the ages. They are Mercenaries, Monsters, and the Messiah. And they are BIG !! They are Grenadier Models new 54 mm. line of figures. (Please see other side for photos.)

Meeting the needs of the miniaturist, Grenadier now has available a quality, inexpensive line of 54 mm. figures which is limited to no one genre, but instead offers figures for the historical, fantasy, or general collector. The initial releases in the 5400 line are:

5401	Jesus of Nazareth.....	\$5.95
5402	Pirate Captain.....	\$5.95
5403	Balloonist-1918.....	\$5.95
5404	Mounted Condottiere.....	\$14.95
5405	Landsknecht w/ Polearm...	\$5.95
5406	Landsknecht w/ Sword....	\$5.95
5407	"Devilish" Nightmare.....	\$5.95
5408	Ancient Frank.....	\$5.95
5409	Byzantine Officer.....	\$5.95

For those of you who are not familiar with 54 mm. figures, just imagine detailed figures that are a little over twice the size of our normal 25mm. miniatures. So, instead of 1" being 6' tall, that same height would now be around 2 3/8". And, as with their shorter cousins, they may also be used for single displays or dioramas (as in the case of the 2 Landsknecht & the Condottiere). However, because of their larger surface, they are not only easier to paint but offer the painter an opportunity for fine detailing and working with various techniques of texturing colors. And some, like the Nightmare, can also be used in conjunction with 25 mm. figures !!!





THIS IS IT !!

The "Aaaaarghh!" contest is now complete. Thanks for the tons of entries. Most followed a general pattern of referring to his "Big Brother", "Mommy", and various spells, potions, & scrolls of the size alteration type. But after much deliberation, here are the winners-

1st PLACE-(Grenadier Large Set of winners choice)-Tony Lehr of Coulterville, IL. "I've carried this & *#! sword through 2 dungeons, killed 9 dragons, and all you've got is Lite beer!"

(This is not an endorsement of any kind, O.K.)

2nd PLACE-(Grenadier Small Set of winners choice & Blister of choice) Ronald Martinez of Santurce, P.R. "C'mon, draw the shield-the dragon is getting closer!!"

3rd PLACE-(Grenadier Small Set of winners choice)-Paul Perkins of Warner Robins, GA. "NERD, no pun is mightier than MY sword!" (To which Riega would reply that a good pun should be drawn & quoted!)

Honorable Mentions-(A Grenadier Blister Pack of winners choice)

A) Paul Tremont of Waterford, MI-

"OK! OK! Very funny, now who's the artist who drew me??"

B) Jim Pazos of New Orleans, LA.-

"Well, I think this cartoon needs color, personally!"

C) Jerry Perks of Idaho Falls, ID.-

"Aaaaarghh! Curse you, Red Dragon."

D) Phil Snyder of Tonawanda, NY.

"What do you mean, ..I lost another 'fill in the mouth' contest?!!"

Thanks again for the great response & remember to send in those ideas for the Super Idea Contest!!

The picture at right is that of our 54 mm. "Devilish" Nightmare-#5407 and is \$5.95 plus shipping & handling. It stands 2 3/4" tall, is 2" wide, and has a total depth of 1 1/2". The picture is almost a lifesize of it. It would be, then, about 15-16' tall in 25 mm. scale (like our sets). That makes it about the size of Orcus in the Monster Manual.

FANOTES!

#1 "I would like to know what paint has the best results on Grenadier A.D. & D. figures? I would also like to know if I can order this paint & special brushes."

Ted Didas-Perkinsville, NY

Aha, a favorite subject! Though there are many fine paints on the market, we here at Grenadier suggest the Polly S Color Corp. line of official ADVANCED DUNGEONS & DRAGONS Paints. The reason is simple, they are high quality acrylics (water-soluble) that cover great and are relatively inexpensive. They are also graduated in color so one doesn't have to do alot of mixing. For info on all the fine Floquil-Polly S products, including some dynamite brushes & the best primer on the market, send \$1.25 in check or money order and a Self Addressed Stamped Envelope with 2 stamps on it, to: Floquil-Polly S

Rte. 30 N.

Amsterdam, NY 12010

#2 "How big is a large box of figures? And how many figures does it hold?"

Grant Fercho-Cranbrook, B.C., Canada

Guess I never covered that, Grant.

In the 5000 series, all large boxes are about 8" square and hold 20 figures (or the equivalent in metal). Now the 8000 Action Art series is the same size but because of the brush, paints, & guide there are only 12 figures in it. However, that still comes out to about \$1.13 per figure-very competitive in todays market!

#3 "...I am also wanting to know how I could get a job in the industry and what type of degree I need?"

Mike Miles-Houston, TX.

First off, Mike, the industry is a little tight right now. Basically, though, you need a lot of imagination and the ability to either sculpt, draw, paint, write, design products, or do computer graphics or programs.



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GRENADIER BULLETIN #5



DRAGONS BEWARE!!!

Look! Up in the air! I could be a docile Pegasus but it's not. It's an F-1 Pegasus and as you can see it comes with 4 fixed-wing A-to-G missiles (Air to Griffon), machine guns and are built into the wings, and 2 separate "500 lb. Dragon-buster" bombs. He is a 4-piece figure and requires assembly. And, he is the second selection in our "Funny Fantasies" line (Which you can only get through the mail order, a "Funny Fantasy" Next issue this time.) Next issue "dreaded Undead Pizza Delivery Man!!"

Grenadier Models™

Price & Pine Sts.

Holmes Industrial Center

Holmes, PA. 19043



Address Correction Requested



THE GRENADE BULLETIN

The Newsletter from Your Figure Company ! **#6**

HELP HAS ARRIVED!! MONSTERS BEWARE!!!

Editor - Scott
Slingsby
Photos - Bernadette
Connors
Publisher -
Grenadier Models
Pictured at Right-



- A. Fal- Armored Dwarf w/War Axe
- B. Rayr- Half-Elf Fighter/Magic User
- C. Norien-Female Magic User
- D. Snow- Slinging Druid
- E. Charn-Warrior in Plate

On parade, above & below here, are the complete contents of the small set #2013-Adventuring Party. As you can see, they reflect the newer, more active and detailed style of master sculptor Andy Chernak-which has permeated our Blister Pack line and newer boxed sets. Depending on the quality of your individual copy of the Bulletin you, hopefully, will see the incredible detail that adds "personality" to the figure without making it so small or ornate as to make painting difficult. Note the Dwarfven Knight's Battle Axe with its demonic scrollwork, the windswept hair of the Half Elf Fighter/M.U., the finery of the female mage's dress. Feel the air whistling as the Druid's sling spins, the Knight's "zwei-hander" cleaves the air, and the fully armored Cleric brings his foot-

man's flail into combat (this Cleric is no pacifist!!).

Reflect on the "realism" of a female Ranger in splint armor who looks like an adventurer, not a "poster girl". And how about the female Fighter/Thief Halfling who, as she creeps up from behind with Dagger raised, holds on to her back-scarbard so she may surprise her target.

Finally, look at that Monk, wrapped against the elements, about ready to cast his spear. Or will he continue on in a charge-or possibly "flip it" & try for subdual. One never can tell with Monks! And note the Bard in Condottiere garb with his Bagpipes (a refreshing change from the old lute).

All new, all fresh and innovative. And all available in this, our last major release of '82. For other news on Blister Packs and plans for next year's releases, step inside. All treats, no tricks!



G
Pictured at Left-

- F. Dwarfven-Knight with Spear
- G. Kereo-Cleric in Plate w/Flail
- H. Dent- Bard with Bagpipes
- I. Mellison-Halfling Fighter/Thief
- J. Choff- Female Ranger in Splint



Editorial Statement & Perspective

In previous G.B.'s, this column has been used to communicate to the readers the opinions, concerns and hopes of the editor. This column will continue to serve this purpose, but there will be a difference. As a result of personnel changes, you are presently reading the thoughts of someone new.

About five weeks ago I accepted employment with Grenadier Models as the new editor of the G.B. and public relations representative. Now I can write and talk about something I really enjoy and work with some great people while I'm doing it. I am quite pleased with my decision to accept, and I hope you are pleased with the results.

I am not a new comer to the hobby. My experience as a wargamer date back more than twenty years. As a role-player, I have seen empires rise out of dust, eternal dynasties fall, and even plains of existence cease to be. Why I can remember a time seven years ago when....oh well, maybe it is better left untold. I have also worked in a local wargame store and held various positions with Grenadier.

Before I end this piece, I do want to elaborate on my future plans for this publication. The G.B. has been a proven success, but I hope to make it even better. In the coming year, you will see more cartoons, more special offers, more contests, and more articles for your edification and entertainment. (As a social studies teacher, I occasionally feel compelled to throw around big words.) One of the highlights will be a contest that will enable the winner to have a figure of his or her own design-produced by our company. For all of you out there possessing four armed elves with big feet, wings, and talking rocket launchers; this is your chance!

If you have any questions, concerns, or ideas dealing with Grenadier, the G.B. or our sensational hobby; please drop me a line at the address below.

Scott Slingsby
c/o Grenadier Models
Price & Pine Streets
Holmes, PA 19043

Christmas Problems?

Will Santa leave you a snow shovel this year instead of your usual assortment of metal figures? Do you live in fear that Old St. Nick will miss your house again due to low cloud cover? Did you place socks on your Christmas list because you thought that this holiday season offered nothing new? Well, have no fear, Grenadier is here with four solutions to many of your December difficulties.

Recently, four new figure sets appeared on the shelves of many fine toy and hobby stores. Each set contains eight water based, non-toxic paints, a plastic mixing palette, a full color painting and information guide as well as metal castings that will dazzle your mind and stimulate your imagination.

The Dinosaurs set contains all of the above goodies and eight of history's most famous land animals. This pre-historic hall of fame includes such great as the Stegosaurus, the Triceratops and the ever popular Tyrannosaurus Rex. These creatures are suitable for use with almost any role-playing system. Imagine that, Grenadier gives you monsters that educate players as they eat them.

The Fantasy Monsters and Fantasy Lords sets each contain eleven figures for use with any fantasy role-playing rules. All castings are new in design and extraordinary in detail. The "Green Gaunt" and the armored centaur "Kronos" must be seen to be believed. (More on these sets in the next G.B.)

The fourth release is the G.I. Assault Team. These eleven commandos and their R.I. G.I.D. gun represent a futuristic combat squad in various modes of dress and arms. They can be used with any game set in the future or present. They can also be used to spark up any fantasy campaign.

If you can not locate these new Grenadier products in your local hobby shops, you can purchase them directly from Grenadier Models. The price of \$11.00 each also covers shipping and handling costs.

Grenadier Solution!

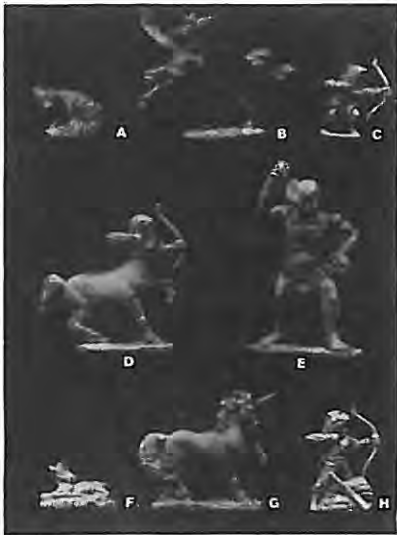


BRAND NEW!!!

8003

MYTHOLOGICAL CREATURES

From Western Civilization's most entertaining and adventurous legends comes this collection of mythological creatures & monsters. Beautifully detailed, highly animated, and perfect for today's collector, dioramist, or gamer.



- | | | | |
|-----------------------|--------------------------|--------------------|--|
| A. Pegasus Colt | E. Skull-hurling Cyclops | I. Accessory Piece | ALSO CONTAINS:
Metal Primer
7 Water-Based Paints
1 Brush
1 Paint Guide |
| B. Pegasus in flight* | F. Unicorn Colt | J. Accessory Piece | |
| C. Elven Archer | G. Unicorn | K. Accessory Piece | |
| D. Centaur Bowman | H. Hercules | | |

*Denotes Assembly Required for Multi-pieced Casting.

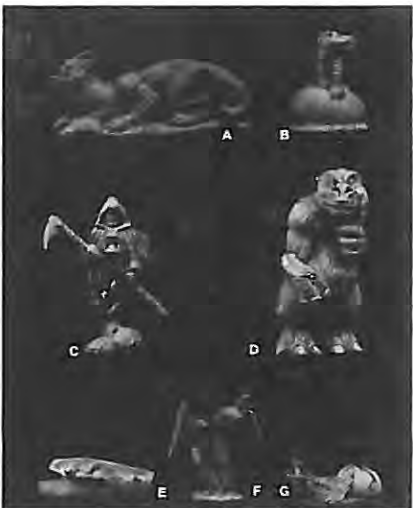
8004

FANTASY FIENDS

Out of our creators' imaginations lurks these most original and horrifying monsters. From the classic mummy emerging from its sarcophagus to Death itself, these are the ideal additions to any miniature collection.

- | | | | |
|--------------------|-------------------------|--------------------|--|
| A. Prowling Dragon | D. Large Demon | G. Giant Slug | ALSO CONTAINS:
Metal Primer
7 Water-Based Paints
1 Brush
1 Paint Guide |
| B. Dragon Hatching | E. Mummy & Sarcophagus* | H. Accessory Piece | |
| C. Grim Reaper* | F. Couatl* | I. Accessory Piece | |
| | | | |

*Denotes Assembly Required for Multi-pieced Castings.



THE ALL-SEEING EYE !!

Instead of a Funny Fantasie® this month we are introducing another Special- The All-Seeing Eye. The picture at left shows an actual item that is flat, not someone looking through a tube! It is high resolution, extremely life-like, and has a total diameter of 1.5".

You can put it in a medallion, spirit gum it to your forehead (for Halloween), use it for a massive "artifact" in a diorama, or just display it as a collector's piece.

The effect is very much like that of a hologram, with its depth and shading so real that you feel you can reach out & touch it. But this "magical" peeper never blinks. Only gazes at you endlessly. Waiting!!

FANOTES!

#1 "...I also read in the last Bulletin that individual figures will not be sold. (He then goes on to give numerous reasons why we should sell them separately.) Please advise if I may purchase these figures with my next order." Gerald Maus-Metairie, LA

Ok, Ok, I give up! After seeing the enormous amounts of fantasy armies used at the last few conventions we have decided to make figures available by bulk. And this is how it will work. If you want 10 or more of the same figure, & if it is man-sized or smaller, you may now order them from us directly. The reason is to allow you to amass armies of Dwarves, Elves, etc. You will pay postage, etc. as per a regular order (see order sheet). The cost will be \$1.00 per figure, this is what we must have to handle the special orders and they will be shipped bulk, not in our ADVANCED DUNGEONS & DRAGONSTM Figure boxes. Now, if you want "larger-than-man sized figures", such as the Giant Snake or Umberhulks, etc. those will be more expensive. To get the cost of those figures send a Self Addressed Stamped Envelope to GRENADIER MODELS PRICE & PINE STS. HOLMES, PA 19043 ATTN: Lou Litwin and tell him what figures you are interested in.

Please remember, you may not order 10 different figures from different sets. Only 10 of the same figure, man-sized or smaller. And, as always, we strongly advise you send a check or money order.

#2 "I would like to know how I could be a designer of figures. I am an artist & rank myself high & I am interested in Grenadier and their figures." Mike Maxwell-Hobart, IN

I take it you are talking about being a sculptor, Mike. To begin with, for all you aspiring sculptors out there, remember a few basics.

1- We always deal in figures sculpted in 2-part epoxy putty (Some art stores may have it and some plumbers use it.)

2- All figures are sculpted in the size you buy them. There is no

magical way of shrinking them down. (Some people actually believe we sculpt them large and reduce them!)

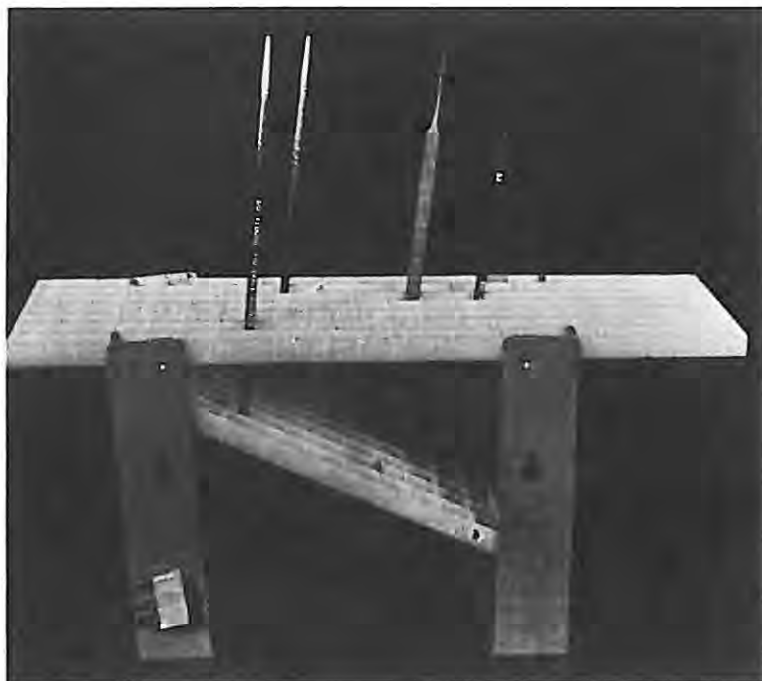
3- Look at our new sets (Particularly 8003, 8004, 2012, 2013). If you cannot match that detail, then we're sorry but we're not interested. Possibly another miniature company might be.

If however you believe you are that good send a sample or a photo of a sample to us (address as in letter #1) but send it to Andy Chernak instead of Lou. Allow 4-6 weeks for a reply.

#3 "I love to adapt & convert figures, but sometimes have a hard time finding the proper materials. Any suggestions?" Mike Lange-Rock Island, IL.

Sure, Mike. First off- the epoxy putty I mentioned in the previous answer is perfect for adapting figures. As far as tools are concerned there are a number of companies making them but, for wide variety and mail order, try TEKA Fineline Brushes 3704 Bedford Ave. Brooklyn, NY 11229

A catalogue will cost \$2.50 but that is refundable vs. the first order. They have many, many tools & usually show up at the major cons. My favorites are little saw blades that fit into X-Acto type handles (which they also carry) and a tray-stand for holding brushes, tools, etc. It helps store brushes, thus keeping them in great shape, and also holds those razor knives out of the way. It is pictured below and costs \$8.00. (They also sell paint brushes.)



ANOTES Continued

"In GB #4 you said ...you were t going to make a straight set of ves. Does this mean you will not ke a Blister Pack of Elves? I was so wondering if Wizzards & Warriors ister Packs are for use with D&D ts. Will you be making more diorama ts like the Wizard's Room...with rniture and accessories? Also, is possible to order the new set, # 5, in the Blister Pack series?"
ward Clarke- Norwell, MA.

To begin with, we are currently thinking the status of an Elven t. We like our new elves (in tion Art 8003 & others)so much at we might do a box next year, d if not that most probably a ister Pack. (Those of you who'd ke to see a set of Elves-write to dy Chernak and tell him!)

Yes, you may use the W&W sets th our ADVANCED DUNGEONS & DRAG- STM Figure Line. They are the same ale of 25 mm.

At this time we have no plans on y further Diorama Sets. However, do plan on continuing our policy adding little treasures and ems whenever possible. Usually in ister Packs.

#115 & #116 were ready for sale ck in July!!

QWIKNOTES!

Some of you may not have received ur GB #4 or #5. The reason is the credible amount of wrong addresses, ew addresses" for the summer, etc. d when the U.S. Post Office gets ne stamping it there's no way we n send it out again. And since we ve no back copies at all, well, i're out of luck! In other words, ite your name & addresses plainly en you send them to us and if i're going to move, let us know advance so we can change it. e amount of college students who n't let us know racked up a ple lot of money in returned lletins for us.

Elsewhere in the Bulletin you ll find the Painting Guidelines include with our Action Art ts. Many of you have requested em so here they are.
Note the cover diorama. The silly olins trying to sneak attack a arding Iron Golem are the brain ild of Ray Rubin. Note the rail- ed tunnel used for an archway!

THING-QUEST

Nerd rolled up the hem of his robe & began wading out into the stream.

"I just don't understand how it could have escaped, Riega. And why nobody has seen it?"

The old librarian glanced at his young friend sitting on the bank. Lad had taken off his bow, quiver, and bracer and was relaxing in the summer sun. A highly un- usual attitude for two "monster-hunters" to have.

"As I explained, Watt's son, the thing had grown so fast that nobody really knows what it looks like. Or what its powers are developing into. Only that it can disguise itself very well. We didn't even have time to name it when we were experimenting in the lab. We just call it "Thing". "

"Well, I can't imagine how you are going to go about catching it, Riega?"

"Lad, dear boy, I am catching it!!"
And with a sudden "splush!" a great creature arose from the stream. Dripping wet and covered in silt it resembled a monster out of Lad's nightmares (one of the particularly gruesome ones that usually followed an evening of stuffing himself with roast Griffon). But the most amazing thing was that it was obediently following Nerd as he waded downstream, back towards the castle.

Lad called after the soggy, old archivist, "Riega, why didn't you tell me he was in there. You scared me out of 5 years growth!"

Nerd looked back (obviously quite pleased with himself) and called out, "I didn't know myself, really. But you know what they say, 'All Things come to he who wades!'."

BELOW- Is pictured Blister Pack # 116- Giants. This is a family of Hill Giants and comes complete with an older, bent Giant with Stone Scythe, female adult- kneeling, with knife and rock, male adult- hurling a boulder, and a monolithic totem.



ROYAL ARCHIVE APPLICATION

Following is the entrance exam into the Royal Archive Society. It was designed by Riega Nerd who wished only those familiar with ancient lore to be included in that august body of intellectuals. It was obtained for us by a certain thief (by the name of Sneak) so that any of you passing may apply for membership. (It may be noted that at this time only Riega Nerd is a member of the Royal Archive Society.)

1. At the Battle of Bone Pass, where the Royal Archers were massacred, what infamous order was given that doomed them to stand & be slaughtered without firing an arrow? (Their enemies were the Skeletal Hordes of Habra Ahn)
2. What three Druids, in their changed-to-animal state, are so famous that there is a song named after them?
3. What Italian seasoning is better than any Clerical cure spells?
4. Song title implying a monthly occurrence that would cause a Lycanthrope to change and yet be ultimately deadly to him.
5. Type of Dragon that resembles a big black bird.
6. Northern Deity who is always in pain.
7. If you take a famous Marvel Comics Creature & dip him in brown paint, what ADVANCED DUNGEONS & DRAGONS[®] monster would it be called? (No real connection!)
8. A dinosaur which only bites below the calf and above the bridge of the foot.
9. If Sherlock Holmes solves a case that deals with a creature composed of simply Air, Earth, Fire, or Water- how does he explain it?
10. An adventure/fantasy movie about several owners of the last of an evil civilization of creatures, now used as modes of transportation. It stars Indiana Jones as the last owner of the mount.
11. A figure company run by your sweet little old grandmother.
12. Prez. & V.P. of above company, one named for the way he lightly taps on your door with a piece of furniture, the second named after a sandwich.
13. Name of number 11's newsletter (named after the article she holds on the street corner, rattling it to get the pennies for her publication)
14. You are sailing with your first mate - a werebear, and see the deadly Taco Chips of doom floating before you. You order the ship through, yelling -
15. You are surrounded by hundreds of troops wearing bright colored outfits. They are led by a General named Sant-Aanna. Your cleric is losing his nerve. Though his God is an eastern one and strange to you, you shake Mohammed and try to revive his faith by reminding him of his deity. You say -



TEST ANSWERS:

1. Don't fire until you see the whites of their eyes!
 2. Mare-C. Doates & Doe-Z. Doates
 3. Thyme heals all wounds.
 4. By the light of the Silvery Moon!
 5. Grow-matic
 6. Thor
 7. An Umber-Hulk
 8. Ankle-osauruss
 9. Elementally, My Dear Watson.
 10. Riders of the Last Orc.
 11. Grammy-dear Models
 12. Chair-knock & Reuben
 13. Grammy-dear's Bowl-o'-tin
 14. Damn the Tortilla's, Grizzzly,
 15. Remember the Allah, Mo!

SCORING SYSTEM

- 0-2 Correct- Obviously illiterate
 3-6 Correct- Vault keeper
 7-9 Correct- Tome keeper
 10-12 Correct- Librarian
 13-15 Correct- Archivist (and obviously)

The First Annual Grenadier Super Idea contest is now history, but it certainly was a super idea. During the last four months, I have received over seventy works of art from artists in twenty five states and three Canadian Provinces. The only complaints heard about this contest came from me as I struggled to select the winners. It was not an easy job, and I personally believe that I was the big winner. The drawings were sensational.

First place (100 Grenadier figures of his choosing) went to Thomas Baxa, a fifteen year old artist from Illinois. Below is Tom's winning entry and a detailed description of his super idea.

Xothror is an awesome sight to behold. Only the bravest of beings can look at him without collapsing from fear. Xothror has the body of a lion, except for his forearms which are that of a human being. His upper body is also that of a human with incredibly defined muscles. Xothror's head is slightly larger compared to his body so that it may house his unique tongue. Xothror's tongue is long and forked, and at each end of the fork is the head of a poisonous serpent, the only characteristic he inherited from his mother. When chewing during meals Xothror rolls his tongue and sets it in the back of his throat. When he's ready to swallow his tongue shoots out of his mouth allowing the food to slide down his throat. Xothror also has two four foot long tails, both of which have a single large spike set in them.

When standing on all fours, Xothror is towering eight feet tall. However, when he's in the sitting position, as in my illustration, he is five feet tall. This is Xothror's attack stance for it gives him better balance and maneuverability and it also allows him to use both pairs of forearms to attack with.

Xothror is the personification of evil itself. Good creatures can't get within twenty feet of him because of his intense radiating aura of evil. In combat situations Xothror is vicious, doing tremendous damage with his mighty claws. A bite from one of the snakes on his tongue will cause the victim to die in one day. Xothror also has a death weapon, he can breathe nauseating vapors out of his nostrils. These vapors will cause exposed skin to swell almost immediately creating huge bulges and grotesque growths. The vapors will cause the



victim to die in one hour and once the victim is dead he will rise and serve Xothror in undead form for eternity or until it dies. Xothror's powerful tail spikes will dismember upon a direct hit to a joint.

Although Xothror has a huge serpentine wings he cannot fly. Rather he springs with his muscular hind legs using his wings to glide up to fifty feet at a time. He will sometimes use his leaping ability to pounce on an intended victim.

Xothror's mother empowered him with certain abilities which he can perform at any time: fire will not harm him, he can cause darkness within a ten foot radius, create fire, teleport to and from the various planes of existence, and he can summon several lesser demons and devils to do his bidding.

Second place (75 Grenadier figures of his choice) went to Ron Shirtz. You may remember Ron as the life behind the very clever "Knight Error", but you haven't seen anything yet! Next year, Mr. Shirtz will be unveiling the remarkable punny "Croink: The Rolling Golem" on the pages of the Grenadier Bulletin. Well so much for commercials, now on with the show.



(Continued from Page 7)

HELRIC'S

Helrics were the creation of the necromancer Frifon to fight against the invading gnome armies during the Second War of the Hills.

Unfortunately for Frifon, the creatures proved to be impossible to control and they rebelled against him, killing him in the process. Once freed, they scattered themselves through out the countryside, creating havoc and terror among the rural villages and farms. One of the unique tactics of these predators was to mimic a cry of distress of a person or animal to draw any unsuspecting prey in a deadly ambush. Many a novice paladin rushed to his death in this fashion.

The reign of the Helric's terror lasted little more than thirty years, due to their inability to breed and short life spans. Indeed, it can be said that more Helrics died of old age than by blade.

Third place (50 Grenadier figures of his choice) went to Joe Case of South Bend, Indiana. As you will witness below, Joe is a superior artist and author, but he does have an odd concept of the perfect Homecoming Queen.

JANOC'S

Janocs are very graceful creatures and they deeply admire nature and its beauty. Don't be fooled by their gracefulness, however, they are truly skilled in the art of self defence. They are really very peaceful creatures and do not

favor killing for the fun of it. But don't let this information mislead you, because the Janocs are very powerful and swift creatures.

All female Janocs wear a black hood around their head and face. The Janocs have two horns atop their head. Their skin is tough and a grayish red color on the upper surface. The serpent part of their body measures about 50 feet at adulthood. Their diet consists of fruits and vegetables, because they rarely eat meat. They live in the deepest part of the jungles.

The female Janocs lay about three eggs every five years. Once the young are hatched out of their egg, they begin to discover their strange supernatural powers which get stronger as they get wiser. The male Janocs teach the young to be masters in the art of self defence, while the female Janocs teach the young to use their supernatural powers.

The Janocs have the ability to speak but don't use it, because they talk to each other through their minds.



Fourth place (25 Grenadier figures of his choice) went to Kevin Kazan. Kevin's art and writing shows a grasp of all the elements involved in a good role playing game, and I bet he runs a real killer dungeon in Shelburne, Vermont. Imagine being strangled from a distance!

DEMOND (de-mend)

DemonDs are not demons (as they may seem), but in actuality they are lesser devils.

Demonds are faithful servants of Dis-pater, ruler of Hell's second plane (the Demonds home plane). They are very rarely allowed to venture on the Prime Material Plane unless they are performing some task for their master.

These monsters very rarely employ weapons, but when they do they prefer to use pole-arms. They usually fight with their extremely sharp claws and to confuse their opponent they use their wings to fly around it while attacking. They also possess the powers called "constriction" and "push". Constriction is the power to strangle a victim without actually touching them, it occurs when the Demond meaningfully clenches it's fist at it's intended victim. Push throws a victim 10 feet with the gesture of an index finger. Both special powers can be used thrice a day. The Demond can also strike fear into it's opponents.

Demonds are Carnivores, killing and living off creatures weaker than itself.

Demonds hate Barbed Devils and will attack them on sight.

Description: Demonds are man-sized and have huge black bat wings on their back which enable them to fly. They have flesh colored skin, red body hair, translucent pink eyes, three fingers/toes, sharp claws, short horns growing out of its head, and lastly a long pointed tail.



Sixteen other talented people were given prizes for honorable mention. Unfortunately, we do not have the space to publish their works at this time, but a lot of these entries will appear in next year's GB's. To all the artists listed below, thank you and good luck next year.

Duana Adams, Griswold, Iowa; Brad Cole, Wabash, Indiana; Joseph Connor, Marlton, New Jersey; Norman de Leon, Pittsburgh, Pennsylvania; John Flaten, Miami Springs, Florida; Thomas Gradinski, Garden Grove, California; Mark Hutsky, Moscow, Pennsylvania; Ron Kinsey, Tahlequah, Oklahoma; Patrick Landry, Arlington Heights, Illinois; Brian Linkletter, Prince Edward Island, Canada; Michael Mark, Quincy, Massachusetts; Steve Moldenhauer, Bethol, Maryland; Darren O'Connor, Norfolk, Virginia; Al L. Torres, Jr., Tampa, Florida; Lars Grant West, Sharon, Connecticut; John Winter, Creve Colur, Missouri.

CHRISTMAS BONUS

A lot of very special people sent us some extraordinary works of art yet were unable to win a prize. To thank them for their titanic efforts, we will give all contestants a 10% discount on their next direct mail order from Grenadier Models. This discount may be used only once. On this discounted order please write Super Idea Contest and the name of your monster on the top of the form. To the artists - Thank You!



Sample of G.I. Assault Team

GRENADIER-YESTERDAY AND TOMORROW

The year 1982 was an especially good one for Grenadier. Our sales were quite good, the G.B. proved to be a success, our designs and quality have improved and our list of products grew by leaps and bounds. To our line of boxed figure sets, we have added two popular small boxed sets and two very well received paint sets. Other new releases include sixteen blister packs and the first nine figures in our 54mm Collector's Series. The list would be impressive even if we did not mention our F-19 Pegasus and the Undead Pizza Delivery Man. There can be no doubt about it, 1982 was a very good year. Yet, the anticipated accomplishments of 1983 will dwarf our '82 effort.

Almost a decade ago, the men of Lake Geneva braved the unknown and changed the game industry with their fantasy role playing rules. We wish to emulate this pioneering spirit and blaze our own new trails. For that reason, we recently decided to terminate our affiliation with TSRTM and the AD&DTM name. There are a lot of exceptional role playing games presently on the market that could be enhanced by quality figures. We hope to be of help in the filling of this void. The staff of Grenadier are sure that you will find, as we have, that the prospects are most exciting!

One of the new projects will be in creating the official Call of CthulhuTM figures. Although these figures are designed for use with Chaosium's award winning rules (as discussed elsewhere in the G.B.), they may also be used with such other class products as FGU's GangbustersTM, FGU's DaredevilsTM, TSR's GangbustersTM or any other game set in the romanticized 1920's. We are sure that you will be impressed by these works of art.

Grenadier will also be releasing the official Star TrekTM and Dark CrystalTM figures. These castings will be true to the above movies, which will entertain millions of people during the coming year, and will be eagerly sought by gamer and collector alike.

Other lines in the works include futuristic commando teams appropriate for use with games such as AftermathTM and Top SecretTM, as well as 25mm science fiction figures for use with a wide variety of gaming systems. More details about these creations will be available in the next G.B.

Of course, this does not mean that Grenadier will abandon its fantasy line. In fact, the new year will see four new Grenadier boxes containing the men and monsters that we have all come to know and love (love?). Yet our skeletons, orcs, trolls, elves, dwarves, clerics, and users of magic will be sold under a new title. The name to look for is Fantasy Lords. By May, we hope to have eight boxes on the shelves with many of the figures new in design, sculpture, and casting as a result of new additions to our art staff.

There are other projects in the works besides those listed above, (for example- Worlds of Wonder), but we can not discuss them now. If you desire more information, we suggest you consult a Gypsy, read tea leaves, watch the sky for omens, or wait for the next G.B.

Obviously, gamers and collectors who use Grenadier products have a lot to look forward to in '83.



Dark Crystal



Sample of New Fantasy Lords

I had watched the old seaman gazing upon the waters for quite some time before I had the courage to approach him. My advance startled him, and the sailor spun around to face me before I could utter a word.

"What is it boy? Why do you sneak up on me like death in the night? Answer me!" barked the old man through a toothless mouth.

"I'm sorry sir," I responded meekly, "but I overheard you mumbling an odd word, and I wondered what it meant."

"And what word was that boy?"

"Cthulhu, sir."

As the words left my lips, the sailor's face bleached white, his eyes bulged and his grip on the rail tightened. His whole body shook with terror and revulsion. For a moment I thought that my spoken word was going to bring death upon the seaman.

Finally as the color returned to his face, the old man said in a soft tone, "How old are you lad?"

"Seventeen, sir."

"Ay, and if ya expects to double it, ya'll never use that name again."

"Why? What does it mean?"

As if in a dream, the ancient mariner turned again to face the sea. As he spoke, his voice took on a hollow, eerie quality. "It is the name of a creature the size of some cities, whose wings when expanded can block out the sun. It is a creature of such horror that a man can lose his soul by merely glancing in the beast's direction. It is a being of chaos and evil, and it is out there now...waiting."

"But sir, I don't see anything."

"It's under the waves lad. Ya can't see it, but ya can smell its decadence in the air and feel its evil through the waves. Ya can't see it, but it's there."

"Is it dead?"

"It's like a bad memory. Ya can put it to rest, but it never truly dies. Now it's asleep, waiting to be summoned by its followers. Few men know the danger, and fewer still have the heart to fight it. Yet mark my words, you'll beg for death when the minions of evil unite and chant their Call of Cthulhu."

Call of Cthulhu is the title of Chaosium's new fantasy role playing game based on the stories of H. P. Lovecraft. Through the magic of this product, players can journey back to the colorful 1920's and roam the world fighting foes, who wish to bring unspeakable evil and chaos onto our plain of existence. Some of these opponents are extraterrestrials, others are dimension travelers, and others are even human. Yet, they are all evil and powerful. Their defeat will require incredible skill and effort, and if the foe is anything like the Great Cthulhu, a good deal of luck may also be required.

Personally, I have been on numerous Cthulhu adventures, and they are all memorable. Through characters such as Sir John Steele, the indomitable English journalist, and Raman, the domitable Indian mystic, I have chades a murderer through the fog filled streets of London, learned the truth about the lost colony of Roanoke Island, spent the night in a haunted German house, walked the sewers of Boston, found glowing green crystals in Pennsylvania, examined the remains of Roman forts in France and have even chartered a zeppelin to fly across the English Channel. Call of Cthulhu is a true work of merit and has provided me with hours of entertainment. Obviously others feel as I do because this work was recently voted "The Best Role Playing Rules of 1981."

Available January '83



SAMPLING OF ADVENTURERS AND CREATURES IN THE GOTHIC WORLD OF CTHULHU



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